

- -> initialising different arrays
- -> **zeros** <- **np.zeros(shape)**
 - -> for example, the shapes can be 5 <- an entire number
 - -> (rows, columns)
 - -> you can do nxmxd dimensions
 - -> another example is a matrix of all 1's

- -> **ones**

- -> you can also specify the datatype in the argument

```
In [42]: # All 1s matrix
np.ones((4,2,2), dtype='int32')
```

- -> a matrix with these dimensions, which is just made out of 1's

- -> **you can also initialise matrices which aren't 1's or zeros**

```
In [44]: # Any other number
np.full((2,2), 99, dtype='float32')
```

```
Out[44]: array([[99., 99.],
               [99., 99.]], dtype=float32)
```

- -> create an array of

values, with this shape

- -> make the array just full of 99's and use this datatype
- -> this specifies the amount of memory we want to give the element
- -> array creation routines

- -> **full_like**

- -> np.full(a, 4)
- -> return an array which is the same shape as the a array, and is only full of 4's

- -> **to initialise an array / matrix of random numbers**

- -> random decimal numbers
- -> np.random.rand(4,2)
- -> you pass in the integers for the shape
- -> this returns an entire array of random numbers, which has a shape of 4x2
- -> a.shape <- to pass in a shape

- -> **if you wanted random integer values**

- -> np.random.randint(7)
- -> to return one random number up to 4
- -> you can np.random.randint(7, size=(3x3))
 - -> for example, this is returning a 3x3 matrix full of random integers up to 7
 - -> using the documentation if stuck
 - -> every time you run the cell, it returns a new set of random integers

- -> **if you want to do the identity matrix**

- -> np.identity(3)
- -> this returns a 3x3 identity matrix
- -> you can also repeat an array

- -> `np.array([1,2,3])`
- -> `np.repeat(arr,3,axis=0)`
- -> you can also make this a two dimensional array

• -> **question**

What will the following code print?

```
a = np.array([[1, 2, 3, 4, 5], [6, 7, 8, 9, 10]])
```

```
print(np.full_like(a, 100))
```

```
[[100 100 100 100 100]]
```

```
[[100 100 100 100 100] <- This one  
[100 100 100 100 100]]
```

```
[[ 1  2  3  4  5]  
[ 6  7 20  9 10]]
```